

# Rules for Playing “Americana”

TRADE-MARK

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*For as many as nine players.*

## THE IDEA OF THE GAME

Americana is a game of chance, played upon a board. Chips or counters and an ordinary pack of playing cards are essential to the game. By obtaining certain cards or combinations of cards the players try to obtain for themselves the greatest possible number of chips, from the spaces on the board where they are placed at the start or during the play of each hand.

## RULES

### To Start the Play:

At the beginning of the game, each player, except the dealer, should place one chip in the pool (the central circle) and one chip in each of the eight sections around the board. **The dealer is required** to place two chips **in the center** and **on each** of the other **eight spaces**. He (the dealer) should then deal out the whole pack (it is not essential that they should come out even) into hands, one for each player and one extra hand.

The dealer now consults his hand and if he wishes to do so he may exchange it for the extra hand. If he does not wish to exchange, he may sell the extra hand to the highest bidder who takes it and discards his own hand. In no case may the extra hand be seen before being taken. All chips bid go to the dealer.

### Best Hand:

Each player assorts his cards to make the best Poker Hand of any five cards which he holds. Betting is now begun and all chips bet are placed in the circle in the center of the board. Players must bet or pass on their turn.

Bets may be made as long as two or more players continue to raise each other, but as soon as one player has raised a bet and all other players remaining have placed an equal amount of chips in the center of the board (or called) the player who made the last raise may not raise again but must lay his best five cards face up on the table, followed in turn by all other players who remained in the hand. The player having the highest Poker Hand wins all the chips in the **center** of the board.

The hands are not discarded but are still held for future play.

**NOTE:** For the benefit of those unacquainted with Poker, hands rank as follows:

1. Straight Flush—Five cards of any one suit in sequence as: 4, 5, 6, 7, 8 of hearts.
2. Four of a Kind—Four cards (one of each suit, numerically alike as: Four Aces).

3. Full House—Three cards of one number and two of another as: three queens and two sevens.
4. Flush—All one suit, any number as: 2, 7, 9, J, K of hearts.
5. Straight—Sequence of numbers, any suit as: 2 of spades, 3 of hearts, 4 of diamonds, 5 of clubs, 6 of spades.
6. Three of a kind—Any suit as: three queens.
7. Two Pairs—Any suit as: 2 eights, 2 tens.
8. One Pair—Any suit as: 2 sevens.

## Collecting:

Players now take up all of the cards originally dealt to them. Any player who has a card, or combination of cards, corresponding to those illustrated on a section of the board, collects the chips from that section.

For Example: A player having an 8, 9 and 10 of any one suit (hearts, spades, diamonds or clubs) collects the chips from the 8, 9, 10 section. A player having the King and Queen of Clubs, collects from that section, etc. Chips remain in sections from which no player has claimed them.

Note: If two or more players hold the 8, 9, 10 of different suits they divide the chips from the 8, 9, 10 section evenly between them, placing the odd chip (or chips) back in the "Ante" section.

## Winning the "Ante":

Players now assemble their hands in numerical order. The dealer plays from his hand face up on the table the lowest card he holds. Player who holds the next higher card of that suit plays it face up in front of him and so on until the Ace of this suit is reached or until a stop comes because of a card out of play in the dead hand. The player having played the Ace or the stop card on which no one can play, now leads from his hand his lowest card of another suit. Play goes on in this way until some player plays all the cards from his hand. The player first doing this wins all the chips in the space marked "Ante." Players caught holding cards after the "Ante" is won must pay one chip into the "Ante" space for each card held, thus building the "Ante" for the next hand.

The hand is now finished. Such chips as have not been collected are left on the board. The cards are reshuffled and dealt by the player at the left of the player who dealt the last hand and after the antes are made play is resumed as above.

## To End the Game:

It is unlikely that all the chips will be taken from the board at the end of any hand. When players wish to end the game, the dealer may deal five cards to each player, himself included. These five cards are immediately laid face up on the table and the player having the best Poker Hand wins the chips remaining on the board.

## Optional Play for the "Ante"

*If players so wish they may play as follows for the "Ante"*

Dealer plays face up the lowest card he holds. The player on his left must now play the next higher card of that suit or pay one chip to the "Ante," and so on in turn, clockwise, around the table. If a stop card or ace has been played the one who played the last card leads from his hand the lowest card of another suit. The player first getting rid of all his cards wins the "Ante" which in this game will be very large.